

AMENDMENTS TO THE ABSTRACT:

Please replace the paragraph (Abstract) beginning at page 24, line 1 with the following rewritten version:

Abstract

A video game player can control the movement of a moving object in a video game during a moving object dispatch operation by a character, thereby allowing the video game player to experience nervousness and a sense of realism when causing the character to dispatch the moving object. This video game program includes a first request receiving function ~~101~~, a operation display function ~~102~~, a second request receiving function ~~103~~, a moving object control function ~~106~~, and a moving object display function ~~107~~. In the video game implemented with this program, a dispatch request for dispatching the moving object is received from the controller in the second request receiving function ~~103~~ when the dispatch operation of the character is displayed on the monitor. According to the timing at which the second request receiving function ~~103~~ received the dispatch request, the movement of the moving object is controlled in the moving object control function ~~106~~.